

define State 2.1_Check Controls_Init Controls

```
if (gFredState = vertical jump) or (gFredState = side jump) then
  stop this script
```

```
if (gAFLockDirection = true) then
  set gAFLockDirection to false
```

```
if (gFredState = walk) and not (gFred_cx = 0) then
  stop this script
```

```
if (gFredState = climb) and not (gFred_cy = 0) then
  stop this script
```

Get Directions

```
if (sBlk = trapdoor) then
  set sInput_x to 0
  set sInput_y to -1
  stop this script
```

Set Controls